

Sub
C1
1. (Amended) A cache memory for three-dimensional graphics texture mapping, comprising:

first and second DRAM banks including SAM ports, respectively, each of said SAM ports reading a texture for a trilinear interpolation and fetching new texture sub-clips from the outside;

B1
a sub-clip loader connected to said SAM ports of said first and second DRAM banks and for fetching new texture sub-clips from an external memory;

a controller for controlling said components; and

a CAM for checking if eight texels existing at an integer coordinate relative to an LOD and (u, v) coordinates are located in said first and second DRAM banks, when the LOD and (u, v) coordinates mapped into a texture space with respect to a pixel to be rendered on a display screen are input to said controller.